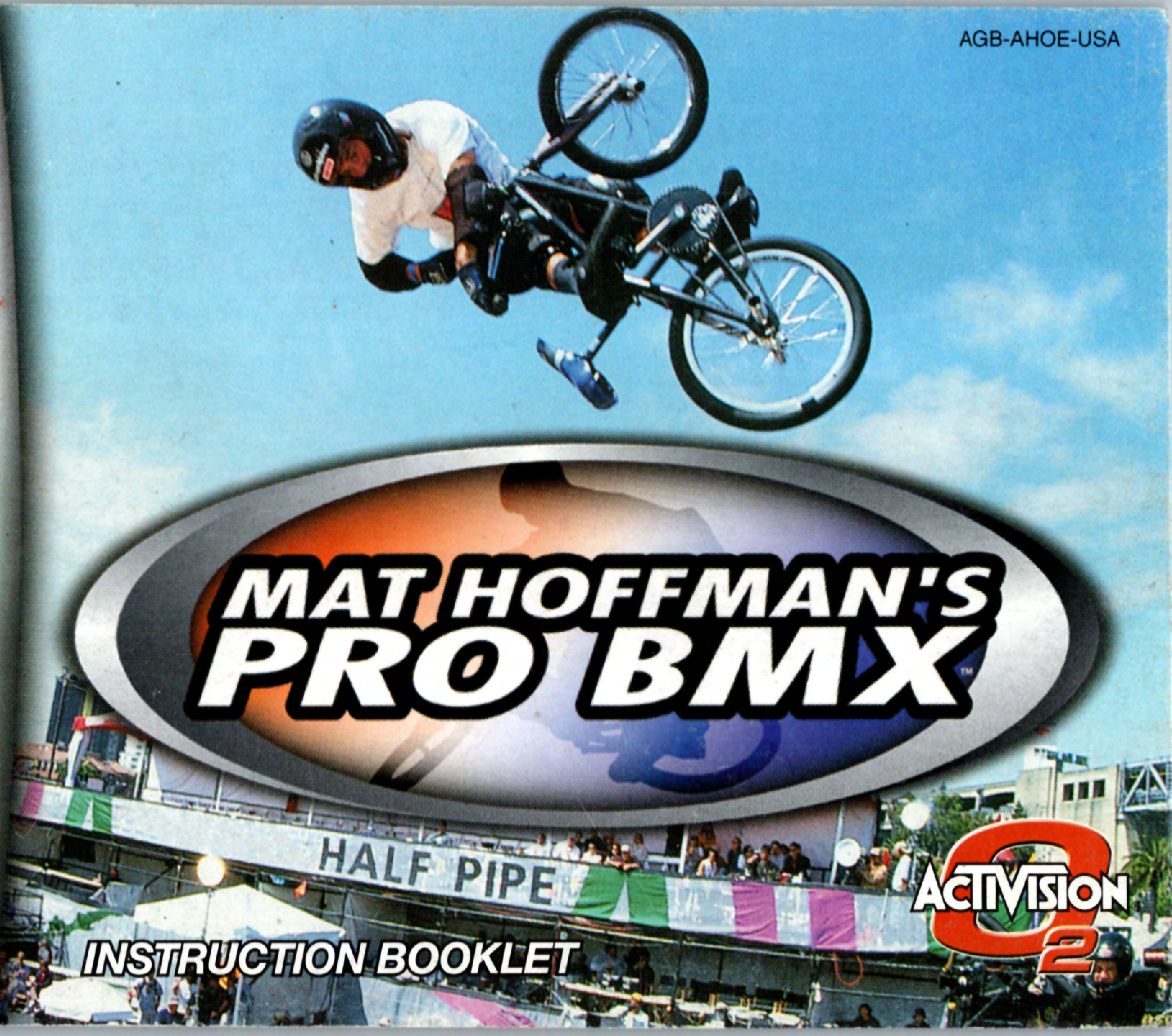
GAME BOY ADVANCE®

AGB-AHOE-USA



MAT HOFFMAN'S PRO BMX™

ACTIVISION O2

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision
Eye or muscle twitching
Involuntary movements
Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

E

CONTENT RATED BY
ESRB

EVERYONE

Visit www.esrb.org or call
1-800-771-3772 for info.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

Official Nintendo Seal of Quality ®

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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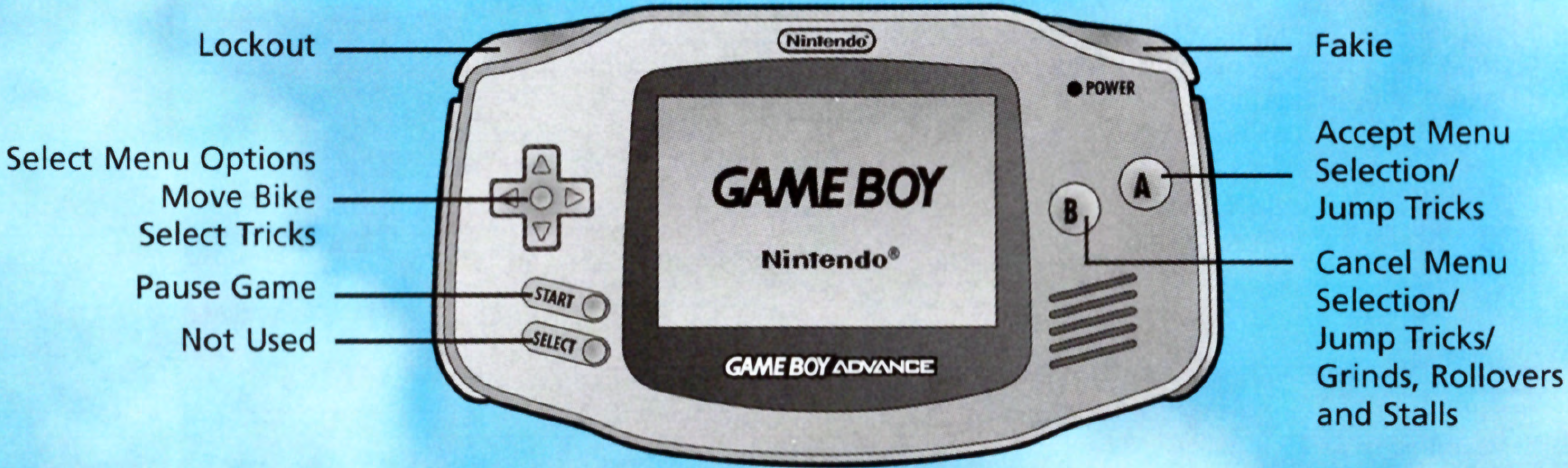
STARTING THE GAME

- Make sure the POWER switch is OFF.
- Insert the Mat Hoffman's Pro BMX™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

Note: The Mat Hoffman's Pro BMX Game Pak is for the Game Boy® Advance system only.


Lockout
Select Menu Options
Move Bike
Select Tricks
Pause Game
Not Used
Nintendo
POWER
GAME BOY
Nintendo®
GAME BOY ADVANCE
START
SELECT
A
B
Fakie
Accept Menu Selection/ Jump Tricks
Cancel Menu Selection/ Jump Tricks/ Grinds, Rollovers and Stalls

GAME BOY® ADVANCE CONTROLS

Control Pad

- Menu Screens – Choose options, levels, riders and game modes.
- In the Game – Control bike, dial in tricks either on its own or with **A Button** and/or **B Button** pressed.

Select

Not used.

Start

- Title Screen – Start game.
- In the Game – Pause game.

L Button

In the Game – Press and hold to maintain speed and prevent changing of lanes.

R Button

In the Game – Modify an airborne trick to a fakie.

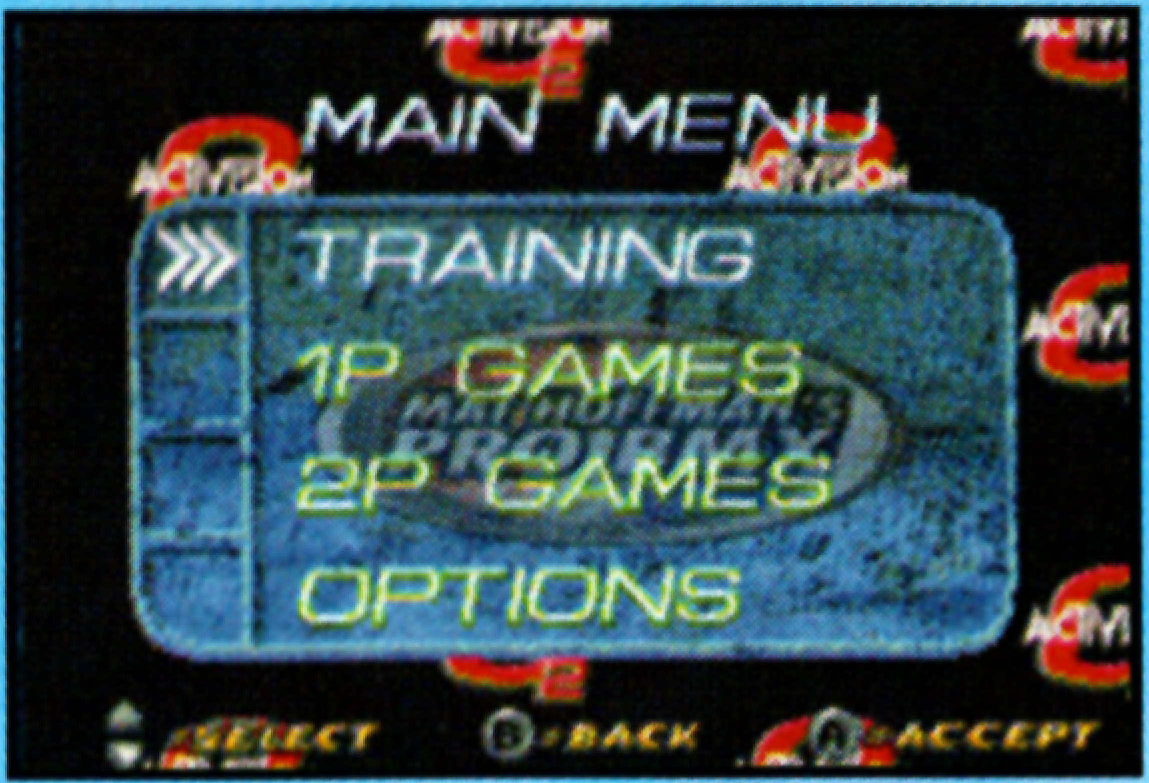
A Button

- Menu Screens – Accept selection.
- In the Game- Quick turning or acceleration from standing. Dial in Basic Tricks with either the **Control Pad** or **B Button**.

B Button

- Menu Screens – Cancel selection, go back to previous screen.
- In the Game – Dial in Advanced Tricks, Grinds, Stalls and Rollovers with either the **Control Pad** or **A Button**.
- Summary Screen – View replay.

MAIN MENU


MAIN MENU
TRAINING
1P GAMES
2P GAMES
OPTIONS
SELECT
B: BACK
A: ACCEPT

Press **START** to go to the Main menu from the title screen. Then use the **Control Pad** to make a selection, and the **A Button** to confirm your choice.

Select **Training** to learn the skills needed to become a high scoring BMX pro.

Select the **1P Games** option to start a new career, load or continue a previous career or play one of the bonus games.

Select the **2P Games** to play *Mat Hoffman's Pro BMX* with a friend.

Select **Options** to change the music and sound effects volume and save your current game or reload an earlier saved game.

TRAINING

After selecting a rider, choose from a series of tutorial style challenges, using the ← or → and the **A Button**. These teach you everything you need to know from basic controls to advanced scoring techniques.

Just follow the instructions given and complete each challenge to learn all the skills you'll need to reach the CFB Pro Biker Tournament.

1 PLAYER GAMES

Use the **Control Pad** and **A Button** to select from the available single player games.

- **Career** mode is the main part of the game where you must fulfill objectives to earn covers and medals that allow you to access locked career locations.
- **Tournament** mode allows you to continue your professional BMX career in the medals circuit. Set in each of the Career mode locations, it is a series

of progressively harder competitions in which you must compete for medals against seven of the greatest Pro BMX riders around. Later stages are unlocked as you win more medals.

Try to impress the judges by mixing up your tricks and building up your Back to Back score multiplier to amass a large score.

The judges will also be looking at how much of the level you are using, so try not to stay in one place.

Finally, the judges will penalize you for bailing; you may get away with falling once but repeated bails will knock a lot of points off your final score.

- Select **Free Ride** to ride around a level unlocked from Career mode with no time limit. Practice your tricks, scoring lines and get the feel of each location's layout so you can perfect your scoring technique and get to those hard to reach places in Career mode.
- Select **Time Trial** to compete in a cross country dirt track race against the clock. Try to cross the finish line within the time limit by doing tricks along the way to add precious seconds to your timer; better tricks award more time.

2 PLAYER GAMES

To play a two-player game of Mat Hoffman's Pro BMX, you'll need two Game Boy® Advance systems, two copies of *Mat Hoffman's Pro BMX* GBA, and a Game Boy® Advance Game Link® Cable.

When the player with the 1P Game Link® cable connection selects a two-player game, that option will automatically be selected for the other player. Each player then chooses a rider and the first player chooses the location.

- Select **Versus** to play a score-based competition with a friend. Whoever gets the highest score wins!
- Select **Bomb** to play a game of tag. One player will start with the bomb and the bomb will be swapped to the other player if you get close to your opponent.
- Select **Star Hunt** to play a treasure hunt game where the winner is the first player to collect 16 stars or the player who has the most stars when the time runs out.
- Select **Tug-O-War** to play a tricks contest with another player. Whoever pulls off the biggest tricks in the quickest time wins. Each trick that you successfully land will move the indicator on the Tug-O-War bar closer to your side. The indicator will also show 1P or 2P and change color depending on who's winning—if it's green then you're in the lead but if is tinted red you are losing.

OPTIONS MENU

Use the **Control Pad** to move between the options, **A Button** to accept your changes and **B Button** to cancel.

- *Music*: Move the bar right/left to change music volume.
- *SFX*: Move the bar left/right to change sound effects volume.
- Save: Save your current game.
- *Load*: Load a previously saved game.

SELECT RIDER

Choose the rider you want from the strip of portraits at the bottom of the screen by pressing ← or → on the Control Pad. You can also change your chosen rider's clothing with ↑ and his bike color with ↓. Press the **A Button** to confirm your choice. The four colored bars in the screen show:

- *Accel*: The rider's acceleration.
- *Air*: The maximum height the rider can jump from a vert ramp.
- *Landing*: The rider's skill with landing after performing airborne tricks.
- *Fakie*: The rider's skill with landing after performing Fakies.

STARTING OR CONTINUING A CAREER

Choose Career to begin or resume your career game and start accumulating covers to unlock later levels.

When you select Career you will be presented with the following options:

- *Continue*: Select this to start your saved career.
- *New*: Select this to begin a new career.

Important Note: Whenever you save your career status, you save data for all the riders in the game. You do not need to start a new career in order to use a different rider. Only start a New Career if you want to reset all the data in the game or if you are playing for the first time.

- Load: To restore a previously saved career select this option. This is useful if you accidentally selected New instead of Continue.

CAREER

Select a rider then choose an available level.

After you've selected a level to play you will be shown the Level Goals screen that shows a list of 8 objectives. Completion of each objective will award you with a cover. Objectives can be attempted in any order and you can even achieve more than one objective within a single run!

When you are ready, press the **A Button** to continue. You now have 90 seconds to achieve as many objectives as possible.

Objectives range from beating a set of high scores, collecting objects scattered around the level and performing a certain type of trick a number of times without bailing.

If you are finding a particular challenge too tough, try a different one. You don't need to win every cover in career mode to get to the final CFB Competition level.

When the time runs out your run is over. If you've fulfilled an objective you will be shown the level goals screen again and the objective that you've just completed will be crossed out. You will then go on to the Summary screen.

The Summary screen gives you feedback on your performance during your run. Press the **B Button** if you want to see a replay of the last run or press the **A Button** to continue.

If you've fulfilled an objective you will be shown a reward screen; you will then be given the option of saving your progress.

SAVE GAME

Whenever you set a new high score, best time or earn a cover or medal the game will ask you if you want to save by bringing up the Save Menu.

Using ↑,↓ and the **A Button**, select **Yes** to save and **No** to quit and continue on to the Select Level screen.

Be Careful! The game will only save one Career mode position, if you select New from the Career mode menu then Save, you will wipe out your previous game.

BASIC CONTROLS

- **Basic Movement:** Use ← or → when stationary to start moving or to perform a 180 bunnyhop to turn. Once you are moving forwards, your rider will automatically maintain his speed, you can then use ← or → to speed up or slow down.

- **Sprint Start or Wheelie Turn:** Use A+→ or A+← when stationary for a Sprint Start to accelerate quicker or to perform a 180 Wheelie and Sprint Start to quickly reverse your direction.
- **Shifting Up and Down:** When moving forwards on flatland you can shift up or down the level by pressing ↑ or ↓. Use this to adjust your position to line up with handrails or avoid objects in your way.
- **Turning on Ramps:** If you are approaching a suitable ramp, holding ↑ or ↓ will make you use the ramp to turn up or down the level.
- **U-turns:** Press the Control Pad in a diagonal when slowly moving forwards to perform a U-turn up or down the level. Press ↖ or ↙ if moving slowly to the right and ↘ or ↗ if travelling left.
- **Ramp Top Transfer:** When approaching a suitable Vert Ramp or Quarter Pipe, hold the **B Button** and ← or → towards the ramp to transfer to the top of the ramp. Some places or items can only be reached by using this control.
- **Fast Recovery from Fakies:** You can quickly correct your direction and accelerate after successfully landing a Fakie trick by pressing ← or → in the direction you wish to turn.

TRICK CONTROLS

- **Rail Grinds:** When riding on flat ground near a handrail, hold the **B Button** and press a direction with the Control Pad to select from one of six grinds. See the section on Grinds for more details or play the tutorials in Training mode.
- **Stalls and Rollovers:** These tricks can be performed on most of the ramps you encounter in the game's locations. Just hold the **B Button** and the desired trick control as you approach a suitable ramp to slow down and perform a trick. See the sections on Vert Stalls, Spine Stalls and Funbox Rollovers for more specific controls or play the tutorials in Training mode.
- **Basic Tricks:** These airborne tricks are the easiest to do safely in the game and are pulled off by holding the **A Button** and pressing either a direction on the Control Pad or the **B Button**. See the section on Basic Tricks or play the tutorials in Training mode.
- **Air Combo Extentions:** After performing any Basic, Advanced or Special trick, extend it into an Air Combo by using any Basic Trick control to earn more points.
- **Advanced Tricks:** These airborne tricks are a little harder than Basic Tricks to land safely so you must have plenty of air before you attempt them. Holding the **B Button** and a direction on the Control Pad pulls off the easiest

Advanced Tricks, harder tricks can be pulled off by tapping the Control Pad in certain directions. See the section on Advanced Tricks or play the Tutorials in Training mode for more information.

- **Fakie Tricks:** Hold down the **R Button** as you dial in any Basic or Advanced Trick controls to modify your trick into a Fakie. Fakie tricks are worth more points than normal stunts but are a little harder to execute because you land backwards. Hold ← or → after landing to quickly turn around and keep your speed up.
- **Specials:** These tricks are the most impressive and award huge scores but are the hardest to pull off safely. Before you attempt a Special you must first charge up your Special Bar by performing other tricks.

SCORING

- **Trick Variety:** Successfully doing a trick for the first time in a level gives you 100% of it's point value. Each time you repeat the same trick the score decreases as shown in the table below.

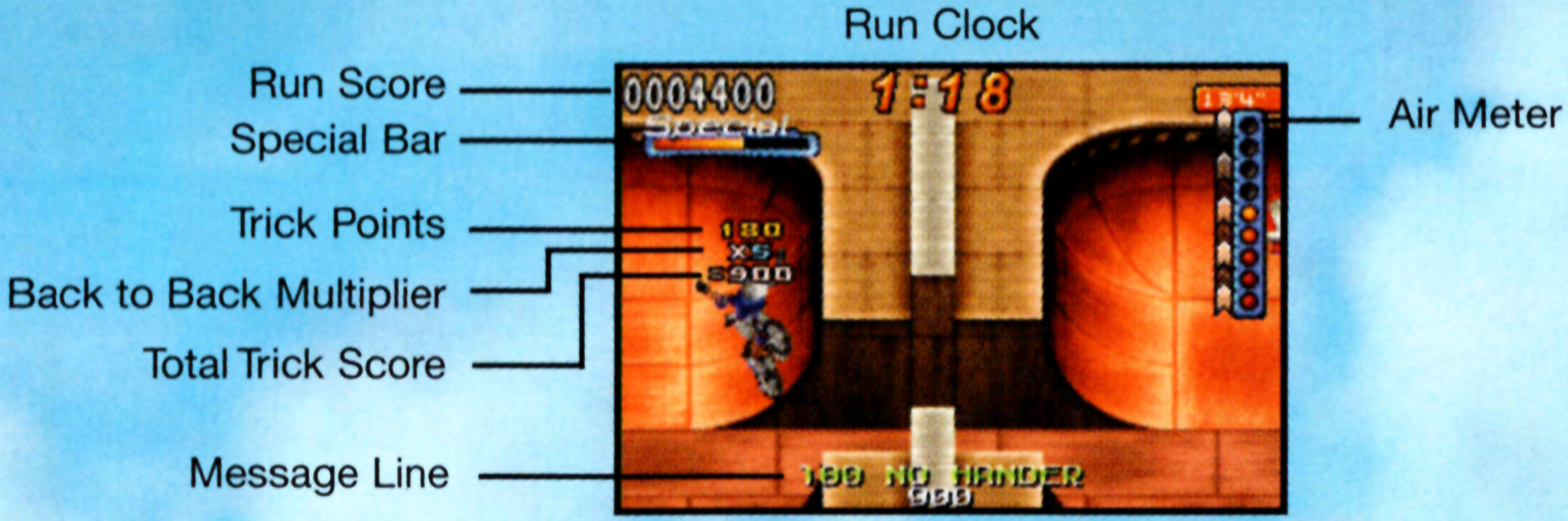
1st	100%
2nd	60%
3rd	30%
4th	10%

- **Air Combos:** If a trick is extended into an Air Combo you will receive the total score of both tricks.
- **Score Multipliers:** Pull off tricks on consecutive ramps to increase your Back to Back score multiplier. Doing 2 single tricks in a row will multiply the second trick's score by 2, doing another trick will multiply the score by 3 and so on up to a maximum of 10 times the original stunt score!

  Performing combos instead of single tricks increases your multiplier twice as fast! Stopping, bailing or missing an opportunity to pull off a trick will reduce your multiplier back down to 1.

  Tip: Build up your Back to Back multiplier quickly by using basic combos then perform your riders specials for sick scores!

IN GAME DISPLAY


Run Clock
Run Score
Special Bar
Trick Points
Back to Back Multiplier
Total Trick Score
Message Line
Air Meter
0004400
1:18
Special
180
X5
$900
180 NO HANDER
900

PAUSE MENU

Press **Start** when playing to pause the game and show the Pause menu.

Select **Continue** to carry on with your run.

Select **Retry** if you think you have no chance of completing an objective and want to quickly restart your run.

Select **End Run** if you are sure that you have completed an objective but don't want to wait around until the time runs out. You will then be taken to the Level Goals or Summary screen.

STUNTS

All moves are based on the player facing right.

VERT BASIC TRICKS

180 X Up	A+→
180 Bar Spin	A+←
180 No Hander	A+↑
180 No Footer	A+↓
1 Handed 1 Footer	A+B

Use Quarterpipes and Vert ramps for Vert tricks.

VERT ADVANCED TRICKS

180 Candy Bar	B+→
180 Can Can	B+←
180 Table Top	B+↑
180 Look Down	B+↓
180 Superman	↑,↑
180 Peacock	↓,↓
180 Tailwhip	↑,↓
180 Indian Air	↓,↑
540	←,→
Flair	←,↓

All moves are based on the player facing right.

STREET BASIC TRICKS

X Up	A+→
Bar Spin	A+←
No Hander	A+↑
No Footer	A+↓
1 Handed 1 Footer	A+B

Use Funboxes and Spines for Street tricks.

STREET ADVANCED TRICKS

Candy Bar	B+→
Rocket Air	B+←
Table Top	B+↑
Swing Out	B+↓
Superman	↑,↑
Peg Grab	↓,↓
Tailwhip	↑,↓
Nothing	↓,↑
360	←,→
Backflip	←,↓

All moves are based on the player facing right.

STREET AND VERT AIR COMBO EXTENTIONS

X Down	A+→
Bar Spin	A+←
No Hander	A+↑
No Footer	A+↓
1 Handed 1 Footer	A+B

RAIL GRINDS

Double Peg Grind	B + →
Feeble Grind	B + ↑
Smith Grind	B + ↓
Ice Pick Grind	B + ↗
Tooth Pick Grind	B + ↘
Fakie Double Peg Grind	R BUTTON + B + →

All moves are based on the player facing right.

VERT STALLS

Double Peg Stall	B
Vert 180 Nose Pick	B + ↓
Vert Fufanu	B + ↑

SPINE STALLS

Spine Stall	B
Nose Pick	B + ↓
Reverse Stall	B + ←
Tail Tap	B + ↑
180 Nose Pick	B + ↙
Fufanu	B + ↖

FUNBOX ROLLOVERS

Manual	B + ↑
Nose Wheelie	B + ↓
Rock Walk	B + ←
Tail Slap	B + →

All moves are based on the player facing right.

VERT SPECIALS

900	←,B+→
540 No Hander	←,A+→
Decade Air	↓,A+↑
No Handed Flair	←,A+↓
Double Flair	←,B+↓
Double Tailwhip	↑,A+↓
No Foot Can Can	↑,B+↓
Rocket Queen	↓,B+↑

STREET SPECIALS

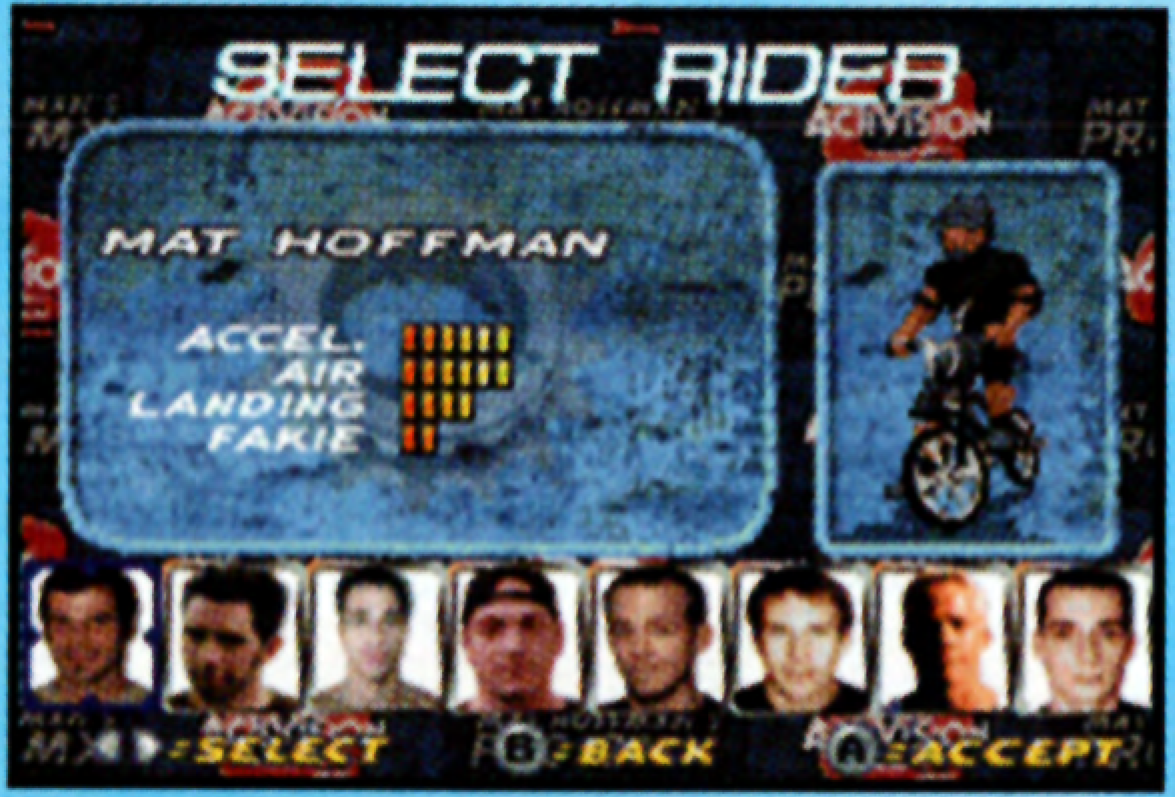
720	←,B+→
360 No Hander	←,A+→
Bar Hop	↓,A+↑
Backflip No Hander	←,A+↓
Double Backflip	←,B+↓
Front Flip	→,A+↓
Body Varial	↓,B+↑
Superman Seat Grab	↑,A+←
Front Flip No Hander	→,B+↓
Superman 1 Hander	↑,B+←

RIDERS & SPECIALTY TRICKS

MAT HOFFMAN

Vert
900
540 No Hander
Decade Air
No Handed Flair
Double Flair
Double Tailwhip
No Foot Can Can
Rocket Queen

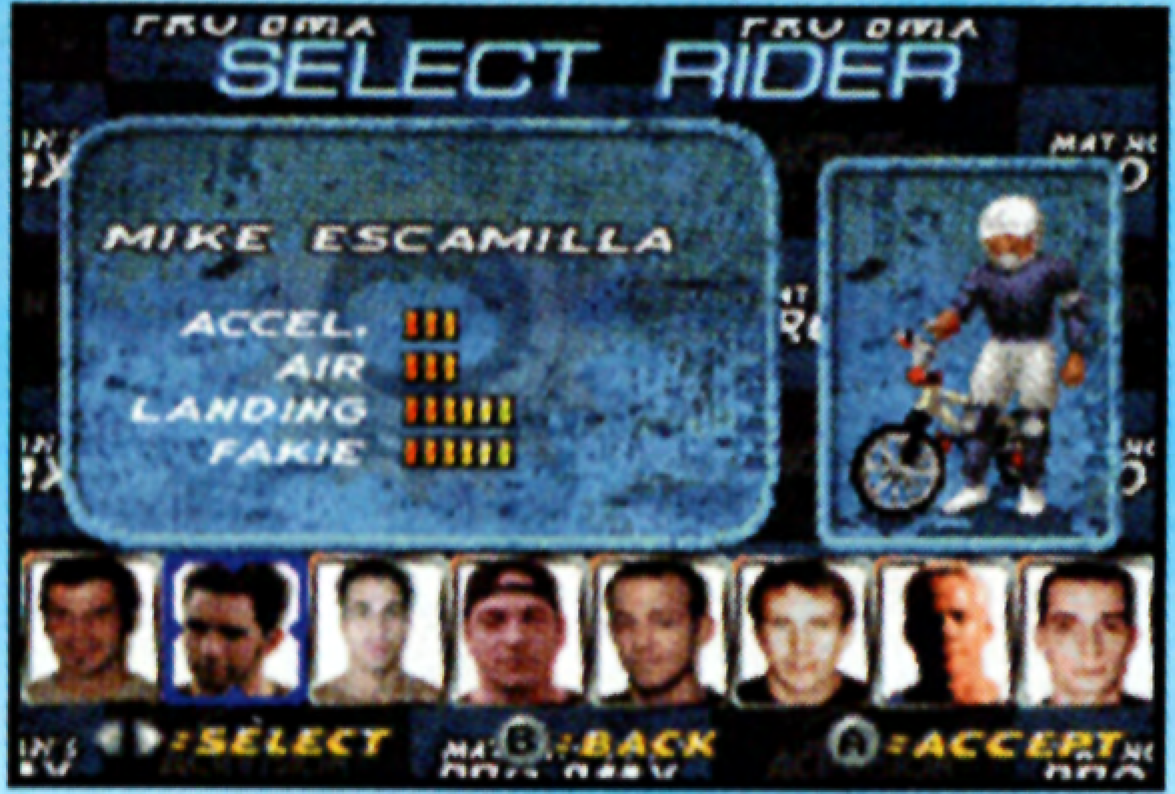
Street
720
360 No Hander
Bar Hop
Backflip No Hander
Double Backflip
Body Varial
Front Flip No Hander


SELECT RIDER
MAT HOFFMAN
ACCEL.
AIR
LANDING
FAKIE
:SELECT
B :BACK
A :ACCEPT

MIKE ESCAMILLA

Vert
900
540 No Hander
Decade Air
No Handed Flair
Double Tailwhip
No Foot Can Can

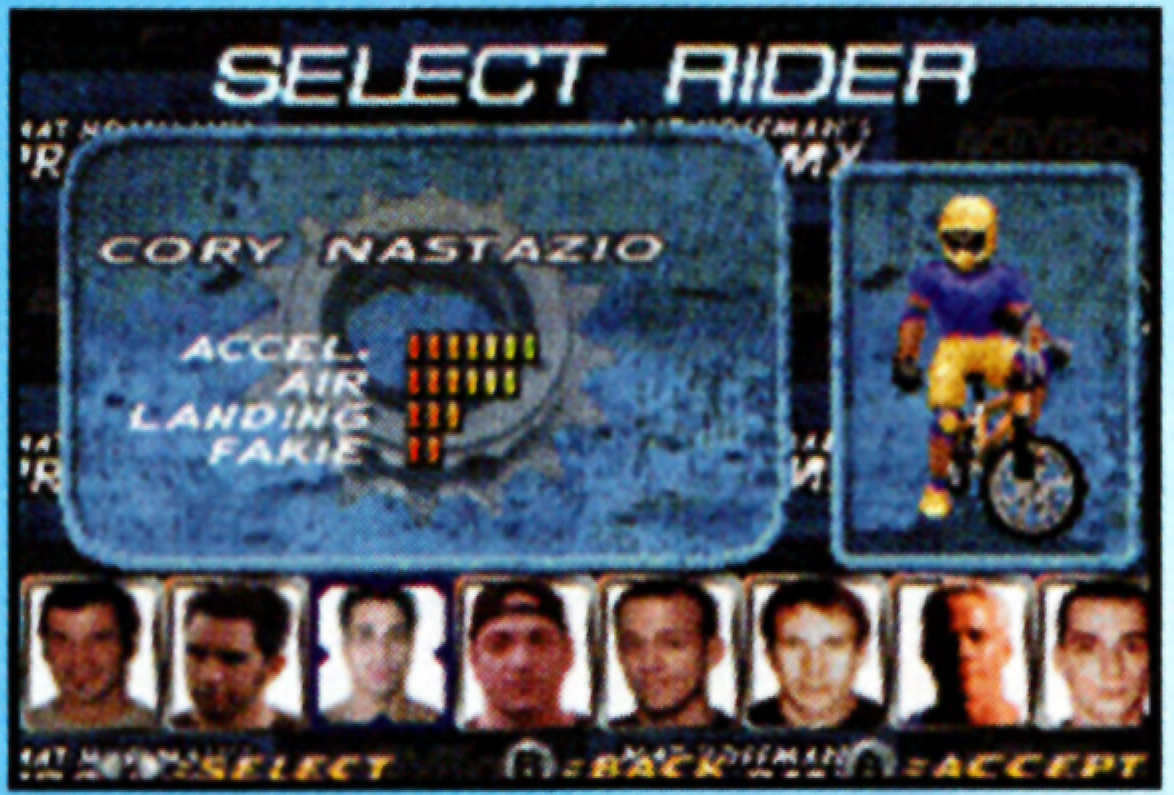
Street
720
360 No Hander
Bar Hop
Backflip No Hander
Front Flip
Body Varial
Superman Seat Grab


SELECT RIDER
MIKE ESCAMILLA
ACCEL.
AIR
LANDING
FAKIE
:SELECT
B :BACK
A :ACCEPT

CORY NASTAZIO

Vert
900
540 No Hander
Decade Air
No Handed Flair
Double Flair
No Foot Can Can

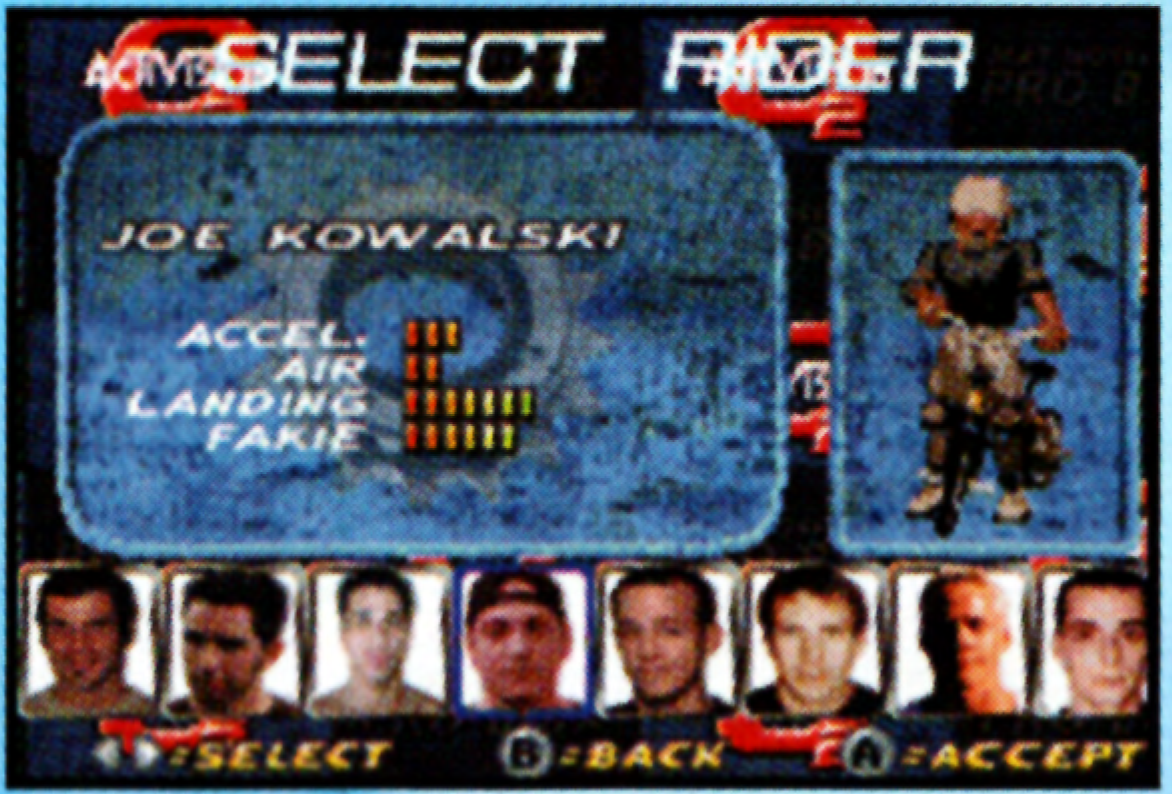
Street
720
360 No Hander
Bar Hop
Backflip No Hander
Double Backflip
Front Flip
Front Flip No Hander


SELECT RIDER
CORY NASTAZIO
ACCEL.
AIR
LANDING
FAKIE
:SELECT
B:BACK
A:ACCEPT

JOE KOWALSKI

Vert
900
540 No Hander
Decade Air
No Handed Flair
Rocket Queen

Street
720
360 No Hander
Bar Hop
Backflip No Hander
Front Flip
Body Varial
Superman Seat Grab
Superman 1 Hander


SELECT RIDER
JOE KOWALSKI
ACCEL.
AIR
LANDING
FAKIE
:SELECT
B:BACK
A:ACCEPT

RICK THORNE

Vert
900
540 No Hander
Decade Air
No Handed Flair
Double Tailwhip
Rocket Queen

Street
720
360 No Hander
Bar Hop
Backflip No Hander
Front Flip
Superman Seat Grab
Superman 1 Hander

SELECT RIDER
RICK THORNE
ACCEL.
AIR
LANDING
FAKIE
:SELECT
B:BACK
A:ACCEPT

DENNIS MCCOY

Vert
900
540 No Hander
Decade Air
No Handed Flair
Double Tailwhip
No Foot Can Can
Rocket Queen

Street
720
360 No Hander
Bar Hop
Backflip No Hander
Body Varial
Superman Seat Grab

SELECT RIDER
DENNIS MCCOY
ACCEL.
AIR
LANDING
FAKIE
:SELECT
B:BACK
A:ACCEPT

KEVIN ROBINSON

Vert

900
540 No Hander
Decade Air
No Handed Flair
Double Flair
Double Tailwhip

Street

720
360 No Hander
Bar Hop
Backflip No Hander
Double Backflip
Front Flip No Hander
Superman 1 Hander

SELECT RIDER
PRO BMX
KEVIN ROBINSON
ACCEL.
AIR
LANDING
FAKIE

SIMON TABRON

Vert

900
540 No Hander
Decade Air
No Handed Flair
Double Flair
No Foot Can Can

Street

720
360 No Hander
Bar Hop
Backflip No Hander
Double Backflip
Superman Seat Grab
Superman 1 Hander

SELECT RIDER
PRO BMX
SIMON TABRON
ACCEL.
AIR
LANDING
FAKIE
:SELECT
:BACK
:ACCEPT

LOCATIONS

Rise up through the ranks from Amateur to Pro through six main BMX locations/events:

Hoffman Bike Factory

Construction Yard

London Underground

The Park

The Works

CFB Competition

Learn the basics in the
Training Camp

Attempt the supreme challenge of skill, speed, and endurance on the
Dirt Track

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